

**ITHACA COLLEGE
OFFICE OF RECREATIONAL SPORTS
INTRAMURAL KICKBALL RULES**

Intramural Office: Hill 102
(607) 274-3320

intramurals@ithaca.edu
www.ithaca.edu/sacl/recsports

General Information

Eligibility:

1. All teams must have two forfeit bond checks on file to play in an intramural league.
2. All participants must be a current student or faculty and staff member at Ithaca College.
3. Participants can be on the roster of only one single sex team and only one co-rec team.
4. Teams may add new players to their roster up to conclusion of the regular season.
5. Players must participate in at least one regular season game to be eligible for the playoffs.

**** All players are required to present a valid Ithaca College ID Prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. ****

Forfeits: A team who does not field enough players within five minutes after a scheduled game time will receive a forfeit. If a team forfeits, it will lose its forfeit bond. After the 1st forfeit a team will be e-mailed that their first bond has been deposited, and the next forfeit will result in removal from the league. A 2nd forfeit will result in the second bond deposited and the team being dropped from the league. If a team knows ahead of time they will not be able to field a team for a scheduled game, they may notify the Intramural Office 24 hours before the game if it's on a weekday, and by 5:00pm on Friday for a weekend game. By notifying the office, the game will be cancelled and the team will receive a default loss instead of a forfeit. Defaulted games will NOT be rescheduled.

Scheduling and Results:

- Due to facility and time constraints, the rescheduling of games will only be done under extreme circumstances as deemed by Recreational Sports.
- Teams will normally play between 4-6 regular season games.
- All teams that do not forfeit twice during the regular season will qualify for the playoffs.
- Teams should plan to arrive 10-15 minutes before their scheduled start time, as games will begin on time.
- Game results will be posted on the bulletin board outside the intramural office (Hill Center 102) and also online at www.ithaca.edu/recsports.
- In an event of a cancellation, team managers will be contacted. For outdoor sports, rainouts may occur, however assume your game will be played unless contacted by the office. You can also call Hill Center 102 or Hill Center 70 (4-1063) to ask about the status of the game.

Player Conduct: All players are expected to remain under control during an intramural event and are expected to treat all other players, officials, and intramural staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable. If a player is ejected he/she must leave the premises immediately and will be ineligible to play the following game. The player must meet with the Recreational Sports Program Coordinator before they are eligible to play again. Two ejections will result in a player being disqualified from the league.

**** No Smoking or Alcohol Consumption is allowed at an intramural event. ****

Game Location: All games will be played in Hill Center

Rule 1: The Game, Field, Players, and Equipment

- The game must be played between 2 teams of 8 players. Teams will consist of 4 males and 4 females. Teams need a minimum of 6 players to start and finish a game.

- When playing with 7 players, the gender difference can only be one (4 males, 3 females or 3 males, 4 females). An out will be assessed when 2 people of the same gender kick back to back.
- When playing with 6, teams need even numbers of males & females.
- A half inning will consist of 3 outs. A game will consist of 5 innings or 45 minute time limit.
- If a team is up by 10 or more runs after the 4th inning, the game will be called.
- Games that end in a tie during the regular season will remain in a tie. All playoff games will be continued until a full inning is played and the tie is broken.

Rule 2: Starting the Game

- The pre-game conference: each team manager will meet with the official before the game to go over ground rules.
- Score sheets must be filled out before the game.
- A coin flip (odd/even) will determine who will be the home team.
- Game time is forfeit time.

Rule 3: Pitching and Defense

- The defensive team may set in any order the team wishes. There is no set rule for placing defending players, except that they must be behind the pitcher.
- The offensive team will supply the pitcher. There will be one pitch unless it is fouled off, then the kicker will receive another pitch. If fouled again, the kicker will be out.
- Each team is required to have a catcher.

Rule 4: Kicking & Running

- Kicking Order: A team must keep same kicking order in game's entirety. Kicking order must alternate by gender.
- The kicker may not run past home plate before kicking the ball.
- Bunting is illegal
- The offensive team will supply the pitcher. There will be one pitch unless it is fouled off, then the kicker will receive another pitch. If fouled again, the kicker will be out.
- Kicked balls that hit the ceiling, lights, or rafters will result in an out.
- Automatic homeruns are the red bricks from the left of the platform to the Left field corner.
- Basketball backboards and rims are in play, along with the bars hanging from the ceiling.

Rule 5: A player is out when...

- A player will be ruled out if he/she kicks two fouls.
- Gets hit by the ball from the shoulders down before reaching the base.
EXCEPTION: a player who is not in a regular standing/running position and is hit in the face/head will be ruled out (Example: bending down to avoid getting hit or the runner falling down/ sliding).
- A pop fly is caught.
- The runner is forced out.
- The base runner is off the base before the ball is put into play by the kicker. Leading off and stealing bases is not allowed.
- They bunt the ball.
- When 2 kickers of the same gender kick back to back, an out will be assessed in the spot not occupied by the opposite gender. EXCEPTION: the same gender can kick back to back when going from the bottom of the line up to the top when playing with 7 players.

Rule 6: Substitutions

A substitute may take the place of a player whose name appears in the kicking order.

- The manager or team captain making the substitution shall immediately notify the official and scorekeeper.
- Substitutions must be made based on gender.
- Any player may be removed from the game during a dead ball.
- Once removed from the game, cannot re-enter contest.